CSE 322 Socket Programming Online

Suppose there is a Facebook server which stores **Status** of every client. A Status is simply a String. A client can change his Status. Also, he can read the status of anyone. Server assigns a unique ID to every. You have to implement these logics using Java Socket programming.

When server establishes a new connection with a client, it assigns an integer ID to the client and informs the client about his ID. Client prints the ID in his console ("I am client 1") to inform the user using the client program. First client receives ID=1, second client receives ID=2 and so on. Default status of each client is "No status". **Server must handle each client via a different thread**.

After establishing connection and receiving ID (myID), client will prompt from user command. A user has two command - GET and SET.

GET command has one integer parameter, X. After this command and parameter, client will communicate with server and fetch the Status of the client having ID=X.

SET command has one String parameter, S. After this command and parameter, client will request server to change his status to S.

Implementation:

Server side: Server.java, Worker.java

Client side: We have 2 clients - Client1.java, Client2.java

Warnings:

- Match strings using ".equals()" method
- Open buffers only one time for each socket